

### **AMENDMENTS TO THE SPECIFICATION**

Kindly amend paragraphs [0027] – [0030] and [0037] of the specification as follows:

[0027] Figs. 6A and 6B show data stored in the center server CS as data common to players. FIG. 6A shows information about the wrestler 13 common to players, which information will be referred to as “wrestler information 20” hereinafter. The wrestler information 20 is prepared for every wrestler 13, and parameters related to abilities of battle, the weight WG, and a life point score HP are stored with the wrestler ID as the wrestler information 20. Pieces of information included in the wrestler information 20 (which are a power PWRPER, a speed SPR, a technique TER, a toughness TH, the weight WG, and the life point score HP in this embodiment) are common to all wrestlers 13. Each wrestler 13 has the different content of each piece of information from the other. The wrestler information 20 shown in FIG. 6A relates to the wrestler “KONAMI TARO”, and contents of the power PWRPER, the speed SPR, the technique TER, the toughness TH, the weight WG, and the life point score HP are 16, 10, 10, 10, 100, and 100, respectively.

[0028] The parameters related to abilities of wrestler 13 include the power PWRPER, the speed SPR, the technique TER, and the toughness TH. The power PWRPER, the speed SPR, and the technique TER are parameters related to offensive abilities that function as character information. The toughness TH is a parameter that indicates a degree of patience against an attack from the opponent. The life point score HP indicates points lost by a damage given by the opponent during a match. The respective values of the wrestler information 20 are variable by playing the present professional wrestling game as described later.

[0029] FIG. 6B shows information about the technique 14 common to players, which information will be referred to as “the technique information 30” hereinafter. The technique information 30 is

prepared for every technique 14, and the difficulty-related parameters and the maximum degree of damage MD as well are stored with the technique ID as the technique information 30. The technique information 30 shown in FIG. 6B is related to the "KICK A". The difficulty-related parameters include a power PWWPEW, a speed SPW, and a technique TEW. These parameters correspond to the parameters related to the offensive ability of the wrestler 13, i.e., the power PWRPER, the speed SPR, and the technique TER, respectively. The wrestler 13 having the offensive abilities required by the parameters PWWPEW, SPW, and TEW related to the difficulty of the technique 14 can perform the maximum degree of damage MD. Accordingly, values of the parameters PWWPEW, SPW, and TEW related to the difficulty of the technique 14 indicate the offensive abilities required for the wrestler 13 so as to perform the maximum degree of damage MD. The values of the parameters PWWPEW, SPW, and TEW related to the difficulty of the technique and the maximum degree of damage MD included in the technique information 30 are invariable values that are not updated by a game.

[0030] The wrestler information 20 and the technique information 30 are configured to be able to identify a correspondence relation between the parameters of the wrestler 13, i.e., the power PWRPER, the speed SPR, and the technique TER and those of the technique 14, i.e., the power PWWPEW, the speed SPW, and the technique TEW. The parameters stored in the center server CS as the wrestler information 20 and the technique information 30 are equal in value to those printed on the wrestler card 11 and the technique card 12.

[0037] Finally, in step S108, the player is indicated to decide whether to finish the present professional wrestling game. If the player decides to continue the game, the processing returns to the step S102. If the player decides to finish the game, the game ends. As already stated above, the wrestler information 21 and the technique information 31 are eventually stored in the center server

CS and managed in the center server CS when they are not used in the present professional wrestling game. In a next game or later, if the entry card 10 is inserted into the card insertion port at the time of starting the present professional wrestling game, then the information associated to the player ID recorded in the inserted entry card 10, i.e., the wrestler information 21, the technique information 31, the group name, and the like are invoked from data stored in the center server CS, and stored in the storage unit 3 to be used as data for the present professional wrestling game.